

11 NEW FEATS



Feats are taken in place of a character's stat increase when they level up; they are intended to give the players a talent or special ability out with their standard class progression.

They represent additional training or experience that enables the character to do something beyond the ordinary. See the PHB for a list of the standard feats available.

The below are a few new feats that can be incorporated into 5e D&D on agreement with your DM: Battle Caster, Burn out, Helping Hand, Internal Whispers, Magic Sculptor, Miracle Worker, Minuscule Movements, Multitasking, Shield Caster, Substitute, Telekinetic Fighter.

Note that these feats were first published within my [Compendium of Feats](#) where you will find many more.

BATTLE CASTER

Prerequisite: The ability to cast spells

As a warrior trains with a sword you have trained with your magic; you know where to aim your spells and where to place them for maximum effect.

STAT BONUS

You gain +1 to the stat you use for spell casting (up to a maximum of 20)

TARGETED

All ranged spell attacks you make get a +1 to the attack roll.

PRECISION IMPACT

The initial saving throw of any ranged spell effects are made at disadvantage for the nearest creature caught within its effects.

BURN OUT

Prerequisite: the ability to cast spells

You have discovered what happens when you are out of magic and try to cast spells: it hurts. You can do it, but it drains you physically and mentally.

When out of the required spell slots you can *burn out* to cast any valid spell you know at any level up to the maximum level of spell slot that you have.

You take psychic damage when you try this:

Psychic Damage = Your level x Spell level

This damage also reduces your maximum hit point total until you can have a full rest.

You cannot take more damage than your current hit points when you use this feat.

The only way to reduce this damage is by burning unused lower spell slots - for each level of spell slot burned when casting this you can reduce the damage taken by one point.

Every time you use the **Burn out** feat you take one level of *exhaustion* that cannot be recovered through magical means.

HELPING HAND

You use minor cantrip magic to help you improve your skill with tools and kits.

You can add your *spell proficiency* to skill checks that involve using *kits* or *tools*. This counts as a concentration cantrip while the skill is being performed. (*some examples...*)

Artisan's tools: you float tools and materials, make sure things are precise, tidy your work as you go and occasionally create, shape or join things that would be impossible to do by hand.

Cooking kit: you mix multiple pots at once and keep things at temperature while occasionally adding flavour or creating spices from nothing.

Disguise kit: you subtly change skin and hair colour, make the join between prosthetic and real unnoticeable and slightly alter the pitch of your voice with magic - it's not a magical disguise or illusion; just a helping hand.

Forgery kit: you can fill a page with text magically rather than with a quill and ink, use magic to erase one name so that another can take its place, age parchment and form impressions in wax without a seal.

Gaming set: you can use magic to mark cards, change the colour of gaming pieces and turn the tables to your advantage (Using this will give opponents advantage in seeing through any cheating)

Herbalism kit: you can use magic to harvest herbs without damaging them while preserving and extract various natural resources.

Musical instrument: you can use magic to add background effects, reverb, echo and play notes normally out with the range of your instrument.

Poisoner's kit: you can use magic to safely handle nasty things and measure out precise quantities.

Thieves' tools: you can hold multiple picks without hands, raise unseen latches and reach beyond your fingers. You can spread cantrips and attach tripwires to surfaces using magic.

INTERNAL WHISPERS

You have learned how to "speak" the verbal component of any spell inside your own head with only the sound of your breathing.

This feat enables you to still cast spells while your speech is impeded (eg gagged or when trying to be sneaky and not make a sound.)

However this is **not** completely silent and casting needs you to still be able to make some sound: Magical silence still renders you unable to use the verbal component (V) when casting.

Anyone attempting to hear you when you use this feat would be at the same penalty as they would be to hear you breathing.

MAGIC SCULPTOR

You have learned how to put a little bit of artisan craft into your spells to make them look prettier

PROFICIENCY

You gain a proficiency in *visualisation* that is based on your *Charisma*.

REALISM

You can use your skill in visualisation to attempt to shape the magic effects how you would like. (*For example shape a fireball like a phoenix or make a logo with a light cantrip*).

A *visualisation skill check* could be made to see the quality of transferring your visualisation into the spell (*at DM's discretion*)

Your *visualisation proficiency* can be added to any *opposed roll* when someone is trying to discern the real nature of any illusion magic or magic you have disguised.

MINISCULE MOVEMENTS

You can reduce the somatic movements required to cast your spells to an imperceptible twitch or eye movement as you picture the shapes in your mind.

This feat enables you to still cast when your movement is impeded (eg bound or when trying not to be seen moving)

However this is not completely motionless and casting using this feat does need you to be able to move a little bit. (Magical paralysation still renders you unable to use the *somatic component* when casting)

Anyone attempting to see you when you use this feat would be at the same penalty as they would be to see you when you are standing still.

MIRACLE WORKER

You have trained to disguise your spell casting and make others believe that the things happening around you have nothing to do with you.

You gain a proficiency in both *Sleight of hand* and *Ventriloquism* that can be used when casting as an *opposed roll* against another's *perception*.

CANTRIP COVER

You can cast a *cantrip* at the same time as your spell to disguise what you are doing. You must be able to cast a *cantrip* and choose what you are doing to cover the act of casting. *Exact results are up to your DM*

SOURCELESS EFFECTS

You can make any ranged spell you cast originate from the point of impact.

SNAPSHOT CANTRIP

As a bonus action before your main action you can choose to cast a cantrip that shows a static illusion of the target of your spell and their surroundings.

This illusion can be no greater than a 10ft cube and will last 30 seconds or until another snapshot or illusion cantrip is cast

MULTITASKING

You have trained to compartmentalise your mind and concentrate on multiple things at once.

You can use your bonus action to concentrate on a second task while maintaining background concentration on a first task.

While holding a second concentration, your movement is halved and you have *disadvantage* on any physical actions (*Any roll that involves using your Strength, Dexterity or Constitution*.)

Anything that automatically breaks concentration will disrupt both tasks. Anything you roll to maintain concentration has to be rolled for each task separately.

You may take this feat a second time to enable three concentration tasks at once, however you must use your *action* to maintain the third task and your *movement* is reduced to 5ft while holding all three at once.

SHIELD CASTER

You have learned how to cast your spells to intercept other spells and effects; you throw damage to absorb and deflect the damaging effects.

As your *reaction* you can cast an attack spell to intercept the effects of a spell being cast, a breath weapon being released or a magical trap being activated and reduce its damage.

The spell you cast cannot have a casting time of more than *one action* unless you see the preparation and have time to hold your spell until its release. (*You cannot use a cantrip for this feat.*)

You must make an *opposed spell casting roll* against the incoming *spell attack roll* or *saving DC* to intercept the incoming effect:

- If you fail, your spell misses and you have wasted that spell.
- On a success you can subtract your spell's damage from the incoming spell's damage.
- If the incoming spell has an area of effect then it detonates half way between its origin and the caster.

If the effect being intercepted has no damage associated with it or the spell you cast deals no damage then nothing happens other than you waste a spell slot. (*At DM's discretion it may combine with the spell for some strange effects.*)

SUBSTITUTE

You can substitute components or a focus that are normally required during casting.

The value, shape and material type should be as close to the actual requirements as you can make them. *The DM may make you roll a skill check for each component required, depending on how creative you are in sourcing them.*

It is advised that the DM adjusts the penalties depending on how close to the actual materials your substitutions are.

The suggested default penalties are:

- If the spell is targeted -5 to the roll
- If the spell has a saving throw there is a +5 to the target number
- If the spell has neither of these then a spell saving throw must be made with a penalty of the spell's level to the roll. On a failed roll the spell's duration is halved or the effects are halved.

Any required *components* with a value must be substituted with items that are worth at least twice that price.

The resulting spell will probably have evidence of the substitute materials (at DM's discretion)

TELEKINETIC FIGHTER

Prerequisite: the ability to cast cantrips

You use your reactions to quickly cast cantrip magic in the middle of battle to give a little shove to weapons at just the right time; deflecting blows, finding gaps in armour and wounding deeper.

You gain an additional cantrip:

TELEKINETIC AID

Cantrip

Casting Time: 1 reaction

Range: 30 feet

Components: V

Duration: instant

You push a weapon with a magically infused word to guide the strike with precision timing. You must be able to see the weapon you are targeting or be wielding it:

SOAR

You can increase the ranged distance of a projectile by your proficiency bonus $\times 10$ ft.

MISS

You can try to deflect an attack within range by reducing the roll by your proficiency bonus. (This can interrupt an attack and cause it to miss. It cannot induce a fumble.)

HIT

You can increase any attack roll within range by your proficiency bonus. (This will not induce a critical hit)

DEEPER

You can add extra impact to an attack within range. This increases the damage inflicted by your proficiency bonus. (The damage type remains the same.)

The *Soar*, *Miss*, *Hit* and *Deeper* effects do not make an attack or defence into a *magic* one: you are simply pushing the weapon in the correct direction. Your magic targets the weapon, not the wielder.

MOVE

You can use this cantrip outside of combat to give things a little shove: You can flick a coin or small stone a distance of your proficiency bonus in feet. You can also nudge or prod a creature within range; not enough to stumble or push them, but enough to get their attention.

CREDITS

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